by each PC per round. Manderer). Only one teat may be declared aud (b) spending 1d6 POW (2d6 for a declaring the feat before a to-hit roll is made action in combat. A teat is taken by (a)

- au obboueut wityont yatm. Breakaway. The PC moves away or past
- obboueut ont of his hand and knocks it Disatm. Knocks a weapon held an
- Frenzied Attack. Make two attacks Jd6 metres away.
- adajust the same opponent (hand
- Full Defence. Add 2d6 to defence while .(λιου sudbous ouly).
- taking no other action except moving.
- round. Can still attack with a hand · Parry. Add 1d6 to Detence for one
- single target with a missile weapon Kabiq Life. Make two attacks against a .nodpaw
- rouna. provided that no move is made that
- (yauq meabous oujλ). • Savage Blow. Double the damage roll
- Skiltul Strike. Add 1 d6 to his DEX or STR DV
- Spring Into Action. The PC takes his .1IM-01
- teat must be declared before any other as it his DEX was 1 d6 higher than it is. This action that round, and that round only,

In addition, Warriors and Wanderers can perform feats. These represent a focused and determined attempt to perform an heroic

Anyone can move out of hand-to-hand combat at any time but this gives his opponent a free attack. This does not happen to flying or mounted combatants fighting against unmounted or ground based opponents.

walking/shuffling pace. Damage is taken from the loser's END. When END is reduced to zero or less, the PC is dead.

Wanderers = 1d6 damage reduction Warriors = 2d6 damage reduction

by warding off blows but only if he takes no

similar item, can gain a 1d6 damage reduction

A Wizard can, if he was to grab a shield or

Wanderer = 2d6 damage Warrior = 3d6 damage

Half the damage rolled (round down) if the PC

is unarmed.

Damage is reduced (to a minimum of 1) if the opponent is wearing/using armour and/or

shields. For PC's that means:

other action apart from moving at a

Actions are taken in order from the highest DEX to the lowest. If two or more combatants have the same DEX value then both should roll a d20 and the combatant with the highest roll goes before the others. Each PC can take one action per round. Assume each round lasts about six seconds. Any round that a PC is not engaged in hand-to-hand combat allows the

Each Wanderer begins with one spell and each

COMBAT

Wizard begins with two spells (see

SPELLCASTING).

PC to use a missile weapon or cast a spell.

To hit a target with a missile weapon requires a successful DEX CR using their Defence value as the PC is using an improvised weapon, the CR

is halved.

To hit an opponent in hand-to-hand combat

weapon or is unarmed he the CR is halved.

The damage inflicted depends on the PC's

Class and reflects his/her overall skill and

expertise in combat and weapon usage.

requires a successful STR CR using their Defence

value as the DV. If the PC is using an improvised

Wizard = 1d6 damage

EVID and POW always return to their maximum

additional level between adventures, his/her

Kegardless of whether a PC can gain an

Take a new mundane item or swap one

Ive PC dains a +1 pouns nbou reacying

Add 1 d6 to either your END value or your

to recalculate your END, POW and/or

Increase any single Trait by one (don't forget

between adventures. Each time you level up,

A PC can only ever increase by one level

Ive cost tor training to gain one Level is 100

Fvery PC begins at Level 1 and can spend

LEVELING UP

times your current Level in coinage.

coins to train and increase their Level.

compatants take actions.

every even level (2, 4, 6 etc.) that is added to

mundane item for two new items.

values between adventures.

POW value (but not both).

Detence it needed).

all CK.

lon cau:

the DV. If the target is behind effective cover or

secondary ability, based on his or her Trait

· Defence is the PC's ability to avoid being hit in combat. It equals the total of his Trait values divided by three (round down).

Reserves Each PC has three reserves; Defence,

Endurance and Power, which reflect

values.

adventure

lantern etc.)

campaign world.

- Endurance (END) is the PC's ability to absorb physical harm. It equals his STR value. END lost
- during an adventure can only be regained through healing spells or potions. that fuels spells and allows Warriors to perform great feats on the battlefield. It

- Power (POW) is the PC's store of "energy"

equals his CHR value. POW spent during an

adventure cannot be regained until after the

Equipment

a hand weapon, backpack, 2d6 coins and two

Each PC begins with the following equipment:

armour/shield combination appropriate to the

JANOITIDDA

ЕQUIPMENT

FND

CHK

STR

AAME

LEVEL

POW

`хэа (

CLASS

) DEFENCE

mundane items (such as 50' rope, 10' pole,

Each Warrior and Wanderer has a missile

weapon (with ammunition) and an

If circumstances (such as magical obstacles or items) demand that the CR be "halved" or "doubled", only the actual d20 roll and NOT the modifiers are halved (round down) or doubled.

A natural, unmodified roll of a 1 is ALWAYS a

CR can be opposed with two or more PC's

another. In this case the highest total wins.

taking actions in direct competition with one

failure.

PLAYER CHARACTER (PC) CREATION

Character Classes

There are three Character Classes: Warrior, Wizard or Wanderer.

Trait Values

Roll 3d6, total and repeat twice. Distribute these three initial values between the three Traits: Strength (STR), Dexterity (DEX) and Charisma (CHR).

Each Trait also has a modifier that is added to relevant CR. This equals the Trait's value divided by two (round down) and then minus five. So a Trait with a value of seventeen has a modifier of plus three (17/2 = 8-5 = 3).

JAUNAM ZAJAJ (I.f noisreV) **SWORD & SPELL**

THE BASIC RULE

made. anarantied, then a Challenge Roll (CR) must be an action where success or tailure is NOI Whenever a Player Character (PC) attempts

A CR works as tollows:

Character Creation will enable you to descriptions of the three Traits in Player Add the relevant Trait Modifier. The Koll a d20.

circumstantial modifiers. Add and/or subtract any additional, .pupu choose which Trait is relevant to the task at

It the total is equal or greater than the Difficulty

to 20 or more (very hard). succeeded. DV can be anything from 5 (easy) Value (DV) of the CR, then the PC has

results in a 1d6 penalty to ALL CR for the rest of the adventure. These penalties stack with additional poison attacks. · SUFFOCATION: due to drowning, poison gas, smoke etc, the PC can survive for a number of rounds equal to STR modifier plus 1d6.

POISON: requires a STR CR to avoid its effects

with a DV equal to the monster's MR. Failure

TREASURE

The most common treasures are coins, magic potions and magic scrolls.

The amount of coinage found equals the MR (per individual monster) multiplied by a 1d6 roll BUT only if the creature is in its lair. Monsters found outside their lairs or encountered as a "wandering" monster carry no treasure.

Roll 1d6 for each monster faced in a single encounter. Each roll of 6 means the PC's finds magical treasure. Now roll 2d6. An odd total means that a potion has been found and an even total means that a magic scroll has been found. A double roll means that a special magic item has been found.

Anyone can drink a potion; they only affect the PC drinking them and have only one usage. A Potion will have the same (automatic) effect as the spell of the same name.

etc.), every even roll is ignored. surtace (water, snow, through branches every ten teet he talls. It he talls onto a "soft" FALLING: The PC sutters 1d6 damage tor duration. A disease will last for 2d6 days. spreading the disease himself for the the disease and (c) becomes a source of every CR he makes while he is suffering from bermanent damage, (b) subtract 1 d6 trom 216 10 CK every day or take 1 d6 of disease is caught, the PC (a) must make a tor the same disease for 24 hours. It the catching it. Another CR will not be required successful STR 10 CR is required to avoid DISEASE: On tirst contact with a disease a trom exposure, thirst, snow blindness etc. 21K J2 CK every hour or take 1d6 damage jungles, deserts, tundras etc, he must make a inadequately prepared for adventuring in EXTREME ENVIRONMENTS: if the PC

ADVENTURING HAZARDS

REFEREE MANUAL

(I.f noisreV)

2MORD & SPELL

Only Wizards and Wanderers can use scrolls. A scroll is a one use only spell that does not require the expenditure of POW. You must, however, make a CHR CR to cast them if the spell would normally require it. A scroll crumbles to dust after use.

1d6	POTION		
1	HEALING		
2	INVISIBILITY		
3	BLESSING		
4	LEVITATE		
5	MAGIC AURA		
6	CONFUSION		

SPECIAL MAGIC ITEMS

Roll 1d20.

- 1. AMULET OF FORCE: the PC can double any STR CR (excluding CR to hit in hand-to-hand combat) while wearing this.
- 2. ARCANE RING. This ring can store a spell. A stored spell works like a scroll but if it is cast, the owner of the ring can store a new spell in the ring between adventures.
- 3. BLACK SCROLL: A special scroll that can summon a number of Skeletons under your control equal to your Level. The Skeletons

disappear at dawn.

- 4. ELF BOW: a Wizard cannot use this weapon. If the damage roll is a double/triple then damage is doubled/tripled.
- 5. ELIXER OF LIFE: this potion when poured on a dead person returns them to life with their full abilities
- 6. FORTRESS ARMOUR: this breastplate cannot be worn by a Wizard and doubles the amount of armour dice rolled.
- 7. HAMMER OF DESTRUCTION: a Wizard cannot use this weapon. If the damage roll is a double/triple then damage is doubled/tripled.
- 8. HELM OF SPITE: the wearer of this helmet can inflict 1d6 damage on anyone who inflicts damage on him in hand-to-hand combat.
- 9. MAGIC WAND: The PC can double any CHR CR when casting a specific spell.
- 10.MAGUS STAFF: A powerful staff that can only be used by Wizards. It provides 1d6 armour and inflicts 2d6 damage.
- 11.POWER STONE: A gem that reduces the cost of your specific spell by 1d6 POW (to a minimum of 1) as long as it is worn. The referee should randomly determine exactly which spell by rolling a d20 and picking that number spell from the spell list.
- 12.RING OF EVASION: the PC can double any DEX CR (excluding CR to hit in missile combat) while wearing this.

- 13.SEAL OF TELEPORTATION: when broken, the PC and anyone holding on to him is instantly teleported to a place of safety within a tenmile radius.
- 14.SHADOW CLOAK: increases a PC's Defence by 1d6 at the start and for the duration of every combat when worn.
- 15. SHELTERING SHIELD: the user of this shield always counts as behind effective cover against missile weapons.
- 16.SOUL KILLER: On a successful attack roll with this dagger, your target loses 2d6 POW instead of END. This does not affect POW from your Focus. If Soul Killer lowers your POW to 0 or less (ignoring the POW in your Focus or coming from dark rituals), the PC dies. 17.SPIRIT BLADE: this weapon doubles any
- damage rolled when used against un-dead. 18.SWIFT BLADE. The PC can make 2 attacks in the same round against a single opponent. 19.SWORD OF SHARPNESS: this blade ianores all armour.
- 20.TALISMAN OF CHARM: the PC can double any CHR CR (except when casting a spell) while wearing this.

CAMPAIGN NOTES

SIÐAM (I.f noisreV) **2MORD & SPELL**

SPELICASTING

learnt it can never be torgotten. spell in order to cast it. Once a spell is You need to have learned (purchased) a

Mattions can NEVER learn spells.

caster only had a single point of POW lett. less from being cast, even if the spell a spell that reduces a POW total to zero or runs out of POW but this does not prevent adventure. Spells cannot be cast it a PC cannot be recovered until atter the and 2d6 POW for a Wanderer. POW spent the expenditure of 1d6 POW for a Wizard Casting a spell is an action that requires

Mizala) cau: Retween adventures a Wizard (and only a

All spells marked with an asterisk require a CHR CR against the target's Defence. If the CR fails the PC must double the amount of POW spent to cast the spell.

The POW stored in a Focus and those given by a dark ritual are temporary. When they are spent, and they can be spent at any time, they're gone forever and the PC does not get them back between adventures.

get more POW. This ritual can be done only once between adventures and give the PC 2d6 additional POW usable only to cast spells. If the PC aets a double on his roll, the ritual backfires and instead, he begins the next adventure with an END total reduced by the total of the dice (thus, if you get a double 5, you lose 10 END). This cannot reduce your FND below 1 however

• ...Store POW in a magic Focus (like a

staff or an orb but not a weapon) by

buying additional POW. This costs 10

• Can also try a gruesome dark ritual to

coins per point of POW.

THE SPELL LIST

1.ANTIMAGIC SHELL. The caster chooses an area of with a radius of 20'. For a number of minutes equal to his level, all attempts to cast spells fail and magic items cannot use their magical abilities. 2.BLESSING/CURSE*: The target get a 1d6 bonus to any CR he makes during the next 1d6 minutes. The caster can also choose to curse the target and lower his next roll by the same amount instead, although this requires a CHR CR. 3.CONFUSION*: The caster charms his target that begins to act randomly for the duration of the combat (less than 10 minutes if outside combat). The target will not harm his allies but he'll not attack the caster's allies either. The victim must make a CHR 20 CR each round in order

to take a declared action.

in any single person.

4.CURE: the caster nullifies the ongoing

5.DISINTIGRATE*: the caster chooses a

single item being worn or wielded by

item is magical the CHR CR is halved.

SPELLS KNOWN

effect of any paralysis, poison or disease

another and destroys it completely. If the

minutes. 10.INVISIBILITY: The caster becomes invisible, giving a - 5 penalty to all attack rolls against him, provided they know where he is. The spell ends after 10 minutes, whenever the caster tries to harm another or casts another spell. 11.LEVITATE: The caster can hover and fly

tor a Wanderer.

costs 50 coins for a Wizard and 100 coins

cost double the normal amount of POW.

Manderers can buy one new spell. This

In between adventures, Wizards and

Ihe wall lasts for 10 minutes.

- opponent to lose 1d6 POW. 9.INTANGIBLE: the caster or target gains the ability to walk through walls, doors etc. Any even roll to hit (weapon, missile or spell) misses and does not inflict damage. The spell recipient loses this ability if he tries to harm another or casts another spell. The spell lasts for 10
- weapon is being used. 7.HEALING: the target recovers 1d6 END. An un-dead loses 1d6 END instead, ignoring any armour. 8.INFLICT PAIN*: the caster causes an
- radius of the blast is affected. A single CHR CR is required to see who is and isn't hit for a 2d6 END loss. A double roll doubles the damage. Armour reduces this and cover counts as if a missile

exploding ball of fire. Everyone in a 10'

6.FIREBALL*: The caster shoots an

- very slowly for 10 minutes. The spell fails if the caster has a heavy load.
- 12.LIGHT: An item in the hand of the caster glows as bright as day within a 20' radius for a number of hours equal to his/her
- level. 13.LIGHTNING*: A basic attack spell. The target loses 2d6 END. A double roll doubles the damage. Armour and cover
- are ignored.
- 14.MAGIC AURA: The target can raise or must lower (caster's choice. Lowering requires CHR CR) his Armour by 1d6 for the duration of the fight. Thus, a Wizard would have 1d6 armour, a Wanderer 2d6 armour and a Warrior 3d6 armour for the duration of the fight if Magic Aura was cast on them once. Its effect stacks if the caster casts this spell multiple times

on the same target. This cannot reduce

15. PHANTASM: Create an illusion the size

choose what it looks like and how it

16.QUIET WORDS: the caster can

illusion.

behaves. A suspicious character can make a CHR 20 CR to see through the

of a man for 10 minutes. The caster can

2bells cau pe cast tytongh the wall but

oplects sncy as allows are also plocked.

without first making a STR 20 CR. Physical qoorway. No one can pass this wall

or less than his Spirit CR to move and stay

all nn-dead in the area with a MK equal

19.1URN THE UNDEAD*. The caster causes

cau pe. The caster can also sense detects is, but not what kind of magic it

knows how powerful the magic he magic as long as he concentrates. He

18.5IXTH SENSE: The caster can sense

CHK CK) VIS Detence by 2 tor the lower (caster's choice. Lowering requires

the caster casts this spell multiple times duration of the fight. It's effect stacks if

17.5HIELDING: The target can raise or must does not prevent other actions.

rounds equal to the caster's level and his language. This lasts for a number of

another intelligent creature that shares

communicate telepathically with

shimmering wall of energy across a

20.WARDING. The caster creates a

away for an hour per level.

danger if he stands still and

concentrates.

on the same target.

a being's armour to less than zero.

WONSTERS (I.f noisreV) **2MORD & SPELL**

monster is and the harder it is to beat. POW. The higher the MR the tougher the they have a Monster Rating (MR), END and Monsters don't have a Level or Traits. Instead

tor a roll. score is equal to his MR when you need them Assume all the Monster's Traits and his Defence

subtracting tive. their MR divided by two (round down) before All monsters add a bonus to their CR equal to

- Sneaks add a third of their MR (round down) Armour for every 10 MR (round down). to their STR CR. Brutes will always have 1 d6 • Brutes add a third of their MR (round down) Wost monsters also have a specialty:
- missile attack. to their DEX CR. Sneaks will always have a
- to their CHR CR. Mystics always have one Mystics add a third of their MR (round down)

spell plus one per 10 MR (round down)

A standard monster has as many END and

You can choose to halve END and/or Mind

points for a weaker/smaller monster or double

monsters can have up to three or four times

A monster will do on average 1d6 of damage

per 5 points of MR. Thus a MR 8 monster should

do around 1d6 points of damage, a MR 15 one

ability (or SA) it must spend 1d6 POW to do so. If

AND in addition to any damage inflicted. If the

SA is a gaze, roar, song, breath weapon etc., it

can be done in any round it has not made an

The following lists are of "standard" monsters.

More powerful and/or different monsters exist

so feel free to increase the MR or change the

Assume all monsters can see in the dark.

Anytime a monster wishes to use a special

the SA is an Attack or a Touch this is done

attack in hand-to-hand combat.

monster's speciality as required.

AFTER a hit is made in hand-to-hand combat

their END or POW as their MR.

around 3d6 and so on.

them for stronger/larger ones. Very strong/huge

POW as his MR.

	9PZ	+13\+52	98
	9PZ '9P9	+12/+23	34'32
		+11/+55	33
		+/۱۱+	32
9PE	909	+10/+50	16,06
		81+/6+	58'53
		∠1+/8+	22
	995	91+/8+	56
	4q6, 5d6	Sl+/∠+	54'52
		£1+/9+	55'53
		+2/+12	12
546	9P#	+/S+	50
		01+/#+	61'81
		8+/2+	∠1′91
	996	∠+/Z+	۶l
		9+/7+	۶ł
		S+/l+	12,13
9PL	596	£+/0	11'01
х		Z+/l-	6
х		l+/l-	8
х		-5/0	۲'9
x	9P1	-3/-2	S
Armour (BRUTES only)	DAMAGE	(Normal/speciality)	ЯМ

- SHADOW (BRUTE) MR 16 (+3/+8) 3d6 damage. 1d6 armour. SA = Draining Touch (DEX-16 CR or lose 1d6 DEX permanently), Incorporeal (as Wraith)
- or missile combat) MUMMY (MYSTIC). MR 15 (+2/+7). 3d6 damage. END=15. POW=30. SA = Despair (CHR-15 CR or suffer a -4 penalty to all rolls against mummy), Rotting touch (STR-15 CR or contract disease from touch. Once contracted the victim must make a CR every day or lose 1d6 END Points to the disease). Any two spells.
- 1d6 armour. SA = Draining Touch (STR-14 CR or lose 1d6 STR permanently), Incorporeal (an even to-hit roll always misses in hand-to-hand
- WIGHT (BRUTE). MR 13 (+1/+5) 2D6 damage. 1d6 armour. SA = Draining Touch (STR-13 CR or lose 1d6 END permanently. This is NOT added to damage taken already but merely reduces the maximum amount of END Points a PC can have)

THE UN-DEAD

ZOMBIE (BRUTE). MR 11 (0/+3) END=22. 2d6

• GHOUL (BRUTE). MR 12 (+1/+5) 2d6 damage.

SKELETON (BRUTE). MR 10 (0/+3) 2D6

damage. 1d6 armour.

damage. 1d6 armour.

for 2d6 rounds)

- WRAITH (BRUTE). MR 14 (+2/+6) 2d6 damage.

- 1d6 armour. SA = Paralysis (STR-12 CR or KO'd • GOBLIN (SNEAK) MR 9 (-1/+2) 1D6 damage. • ORC SOLDIER (BRUTE) MR 11 (0/+3) 2d6 damage. 1d6 armour.
 - HOBGOBLIN LEGIONAIRES (BRUTE) MR 12 (+1/+5). 2d6 damage. 1D6 ARMOUR.

(as Wraith).

- ORC RAIDER (BRUTE) MR 13 (+1/+5) 2d6 damaae, 1d6 armour,
- ORC SCOUT (SNEAK) MR 13 (+1/+5) 2d6

THE SAVAGE RACES

- damage.
- GOBLIN/ORC/HOBGOBLIN SHAMAN (MYSTIC)
- MR 12 (+1/+5) 2d6 damage. END=12. POW=12. Any two spells.
- OGRE (BRUTE) MR 15 (+2/+7) 3d6 damage.
- END=30. 1d6 armour.
- MINOTAUR (BRUTE) MR 15 (+2/+7) 3d6

- Attack (doubles damage)

END=34.1d6 armour. SA = Regenerate

HILL GIANT (BRUTE) MR-19 (+4/+10) 3d6

GARGOYLE (BRUTE) MR 13 (+1/+5). 2d6

damage. END=57. 1d6 armour.

(recover 1d6 END Points).

- damage. END=30. 1d6 armour. SA = Gore

- TROLL (BRUTE) MR 17 (+3/+8) 3d6 damage.

CLASSIC MONSTERS

- poisoned) • HYDRA (BRUTE) MR 25 (+7/+15) 5d6 damage. END=50. 2d6 armour. SA = Multiple attacks opponent 1d6 times in any given round)
 - DRAGON (BRUTE) MR 30 (+10/+20) 6d6 damage. 3d6 armour (always and regardless of speciality) END=90. POW=30. Flyer. SA = Fire Breath (4D6 damage to all within 20'radius. A single missile CR is made when determining who is and isn't hit).

ANIMALS

Veteran/mercenary captain etc MR 14

COMMON PEOPLE

creatures that have two or all three specialties.

Creatures such as these can have any MR and DEWONS/DEVILS ETC

its damage equals that of a monster with half tud SM sti alduob si GNJ smams A .3b3 gnilion entity. Their MR is determined randomly by

normal insects and are treated as a single

 Swarms are large, cooperative amounts of occasioually tlyers and/or poisonous. to their chitinous bodies. Aberrations are

they always have an extra 1d6 armour due

nre the same ratings for animals except that

• Aberrations are "giant" insects and spiders.

Vermin come in one of two types; aberrations

VERMIN

Huge animal (elephant, dinosaurs etc.) = MR

Large animal (wild boar, bear, lion etc.) = MR

virtually any additional power. Treat them as

 Mercenary/protessional soldier MR 12 • Militia/town guard etc MR 10

Villagers/townstolk etc. MR 6

ITS MR.

aug swatus.

50' END 90

12' END 30

giant snake etc.)= MR 10

Animals are rated according to their size.

etc.) = MR 5

· Small animal (dog, feral cat, killer hamster

Man sized animal (large dog, wolverine,

- damage, END=40, 2d6 armour, Flver, SA = Poisonous Attack (STR 20 CR or suffer being
- (can attack 1d6 opponents or attack a single
- MANTICORE (BRUTE) MR 20 (+5/+11) 4d6
- HARPY (BRUTE) MR 12 (+1/+5) 2d6 damage. END=12. 1d6 armour. SA = Beguiling song (CHR 12 CR or PC suffers as if under a Confusion spell - see MAGIC book)
- END=14. 1d6 armour. SA = Petrifying gaze (DEX 14 CR or PC turned to stone).

like skin). Flyers.

- CENTAUR (BRUTE) MR 15 (+2/+7) 3d6

damage. END=30. 1d6 armour.

BASILISK (SNEAK) MR 14 (+2/+6) 2d6 damage.